

CURRICULUM CONNECTIONS

This section is for educators who want more specific information regarding the Grade 3-6 curriculum connections for each activity in *Math-A-Magic* crate.

Grade 4: Table of Knowledge Outcomes¹

Activity	Mathematical Process	Objective
Activity 1: Tower of Hanoi	C, CN, PS, R, V	Solve the Tower of Hanoi problems.
Activity 2: Soma Cube	C, CN, PS, R, V	Understand and visualize the soma cube pieces in order to reassemble them to create various 3D shapes.
Activity 3: River Crossing	C, CN, PS, R, V	Solve the river crossing puzzles, planning movements to ensure all objects can be moved from one side of the river to the other.
Activity 4: Tangrams	C, CN, PS, R, V	Understand and visualize the tangram pieces in order to reassemble them to create various 2D figures.
Activity 5: The Weighting Game	C, CN, PS, R, ME	Solve algebra problems involving known and unknown weights.
Activity 6: Tiling	C, CN, PS, R, V	Identify repeating patterns and use them to solve problems with repeating patterns.
Activity 7: The Probability Game	C, CN, PS, R, ME	Solve probability questions by examining the likelihood of various outcomes.

¹ Alberta Education Programs of Study (2007)